

WEAPON-BASED ACTIONS			MOVEMENT ACTION RATES			VISIBILITY MODIFIERS																	
Basic Shooting Action		Counts	Action		Counts	Visibility		Accuracy															
Firing a cocked weapon		1*	Drop prone		3*	Shooting blind, complete darkness		-8															
Cocking and firing a pointed weapon		3	Crawl/stroll		5' /20	Poor visibility		-1 to -7															
Cocking and firing a pistol (2 nd + shots)		5	Walk		5' /10	Half moon, dense foliage, overcast full moon		-7															
Cocking and firing rifle (2 nd + shots)		10 (6)	Jog		5' / 5	Full moon		-6															
Cocking and firing 2 nd Shotgun Barrel		14 (10)	Run		5' / 3	Thick foliage, thick curtains		-5															
Bringing a fire arm to bear/aim		4	Sprint**		10'/ 5	Dim light, dusk, silhouettes, heavy shadows/fog		-4															
Draw a weapon: Pistol/Knife/Hatchet		5	Halt run/sprint		10'/10	Early dawn, torchlight, fog, heavy smoke		-3															
Rifle/Shotgun/Spear/Lance/Axe/Saber		10	Change Facing (1 face)		1	Dawn, bright outdoor light, thick haze, smoke		-2															
Draw two weapons simultaneously		5	Change Facing (2 faces)		2	Light smoke, haze, thin foliage		-1															
Drawing with off-hand		5	Change Facing (3 faces)		3	<div>PERSONAL WEAPON MODIFIERS</div> <table><tr><th>Status</th><th>Spd.</th><th>Acc.</th></tr><tr><td>Unfamiliar with weapon</td><td>2</td><td>-2</td></tr><tr><td>Using your weapon</td><td>0</td><td>0</td></tr><tr><td>Using same weapon model as your weapon</td><td>1</td><td>-1</td></tr><tr><td>Using your signature Weapon</td><td>-1</td><td>1</td></tr></table>			Status	Spd.	Acc.	Unfamiliar with weapon	2	-2	Using your weapon	0	0	Using same weapon model as your weapon	1	-1	Using your signature Weapon	-1	1
Status	Spd.	Acc.																					
Unfamiliar with weapon	2	-2																					
Using your weapon	0	0																					
Using same weapon model as your weapon	1	-1																					
Using your signature Weapon	-1	1																					
Drawing without holster		d4	Sit/kneel from prone		3																		
Fanfiring		-2	Kneel/sit from standing		2																		
Loading: Pistol/Rifle Cartridge		10	Stand from sitting (ground)		5																		
Cylinder		100	Stand from chair/kneeling		3																		
Shell		25 (23)	Pick up a dropped weapon		5																		
Two Shells		30 (28)	Check weapon: load		10																		
From Shell Loop		d4	Check weapon: function		20																		

WEAPON-BASED MODIFIERS			MOVEMENT-BASED MODIFIERS			TARGET MOVEMENT		WOUND MODIFIERS		
Action	Speed	Accuracy	Dismounted	Speed**	Accuracy	Dismounted	Acc.	Total hp's lost	Spd*	Acc.
Steady Hand (Pistol Only)	2	2	Crawling	Stop***	Stop***	Crawling/ Strolling	-1	<25%	1	-1
Fire Deliberately, Pistol	4	2	Strolling	0	0	Walking	-2	25-50%	3	-2
Taking Careful Aim, Pistol	10	3	Walking	1	-1	Jogging	-3	51-75%	5	-4
Fire Deliberately, Rifle	8	4	Jogging	2	-3 / -6	Running	-4	>75%	10	-6
Taking Careful Aim, Rifle	20	6	Running	4	-4 / -8	Dodging	-2	Ea. Graze, firing hand	0move 1shoot	-1
Laying Prone	4	2	Dodging*	2	-4 / -8	Mounted		Ea. Wound, firing arm	0move 3shoot	-3
Unaware of Opponent	10	0	(Pistol / Rifle)			Walking	-2	Ea. Wnd.	5move	
Resting Weapon on Solid Obj.	-	2(1)	Mounted			Trotting	-4	leg/foot/hip	0shoot	0
Resting Weapon on Horse	-	1(-4)	Standing	2	0	Loping	-6	Arrow wnd.	2	-2
2 nd Shot at Same Target	-	1	Walking	2	-1	Galloping	-8	Head wound	1	-2
3 rd + Shot at Same Target	-	2	Trotting	4	-5 / -10	* dodging adds to other types ** can hit horse, check silhouette for misses		*Penalties compound with other wounds		
Second Shot < 2 seconds	-	-1	Loping	3	-3 / -6					
Third Shot < 2 seconds	-	-3	Galloping	3	-3 / -6					
Fourth Shot < 2 seconds	-	-6	**Movement-Based Speed Penalties only modify Weapon-Based Action, not Movement-Based.	* Dodging reduces actual movement speed by one degree.	***Must stop to shoot					
Fifth Shot < 2 seconds	-	-10								
Sixth Shot < 2 seconds	-	-15								